

F22 Keyboard Commands

Exit <i>Esc</i>		Camera Modes				Time Compression									
		Virtual Cockpit <i>F1</i>	HUD <i>F2</i>	External View <i>F3</i>	Flyby View <i>F4</i>	Padlock View <i>F5</i>	Wingman External <i>F6</i>	Missile View <i>F7</i>	Target View <i>F8</i>	Normal <i>F9</i>	2X <i>F10</i>	4X <i>F11</i>	6X <i>F12</i>		
Weapon Select												Engine Power			
		AMRAAM <i>1</i>	Sidewinder <i>2</i>	Cannon <i>3</i>	JDAM <i>4</i>	0% (Eng. Off) <i>5</i>	60% (Idle) <i>6</i>	70% <i>7</i>	80% <i>8</i>	90% <i>9</i>	100% <i>0</i>	Afterburner <i>-</i>	<i>=</i>	<i>\</i>	<i>←</i>
Cycle Targets Forward Back <i>Tab</i>		<i>Q</i>	Cycle Weapon Selection <i>W</i>	<i>E</i>	Radar On/Off <i>R</i>	Chat Mode <i>T</i>	<i>Y</i>	<i>U</i>	<i>I</i>	<i>O</i>	Pause Game <i>P</i>	Prev. Target <i>[</i>	Next Target <i>]</i>	Create Shootlist	
Caps Lock		Auto Pilot On/Off <i>A</i>	Zoom In: Slow Fast <i>S</i>	<i>D</i>	Flaps On/Off <i>F</i>	Gear On/Off <i>G</i>	<i>H</i>	Eject <i>J</i>	Keybd Help <i>K</i>	Auto Level <i>L</i>	<i>;</i>	Boresight Target <i>'</i>	<i>Enter</i>		
Shift		<i>Z</i>	Zoom Out: Slow Fast <i>X</i>	Countermeasures <i>C</i>	Video Resolution <i>V</i>	Air/Ground Brake On/Off <i>B</i>	Cycle Waypoints <i>N</i>	Mission Goals <i>M</i>	HUD Dim <i>,</i>	HUD Bright <i>.</i>	<i>/</i>	Shift			
Ctrl		Alt	Fire Selected Weapon				Alt				Ctrl				

Wingman Commands

Ctrl-C Wingman Cover Role
Ctrl-E Wingman Engage
Ctrl-F Wingman Form on Wing
Ctrl-M Wingman Attack My Target
Ctrl-P Wingman Patrol Home Base

Print Scrn	Scroll Lock	Pause
------------	-------------	-------

Insert	Home	Page Up
Rudder Left Delete	End Mission End	Rudder Right Page Down

Flight Inputs		
(Ctrl) Camera Angles		
Roll Left (Camera) <i>←</i>	Pitch Up (Camera) <i>↑</i>	Roll Right (Camera) <i>→</i>

Num Lock	Look Left <i>/</i>	Look Right <i>*</i>	Look Up <i>_</i>
HUD Repeater <i>7</i>	Nav Overlays <i>8</i>	Artificial Horizon <i>9</i>	Check Six
Defense <i>4</i>	Nav <i>5</i>	Attack <i>6</i>	
<i>1</i>	Stores <i>2</i>	<i>3</i>	Create Shootlist
<i>0</i>	<i>Del</i>	<i>Enter</i>	

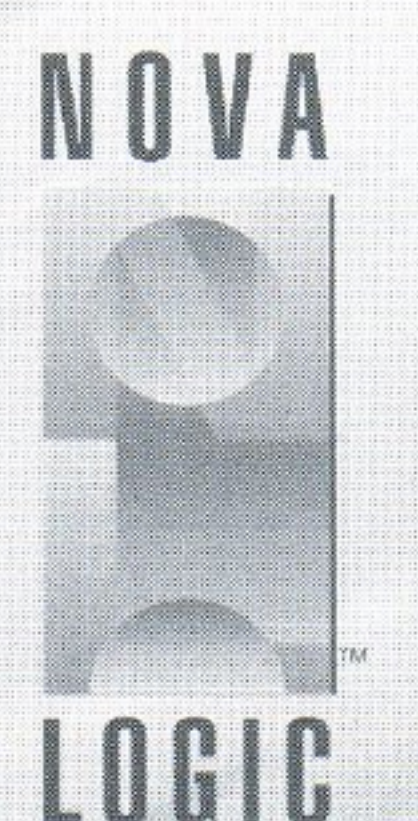
Display Controls

Waypoint Steering Cue
 Waypoint Selected
 Waypoint Comments
 Distance to Waypoint
 Horizon Indicators
 Airspeed (in knots)
 Throttle Setting
 G Meter
 Fuel Remaining
 Airframe Integrity
 Flight Indicators

Compass Heading
 Current Heading
 Flight Path Indicator
 Allowable Steering Error Circle
 Shoot List (inactive)
 Weapon Selected

Target Designation Box
 Pitch Ladder (w/Pitch Angle)
 Altitude (in feet)
 Target Type/ID
 Closure Rate
 Range to Target
 Enemy Airframe Integrity

Target Lock Shoot Cue



www.novalogic.com